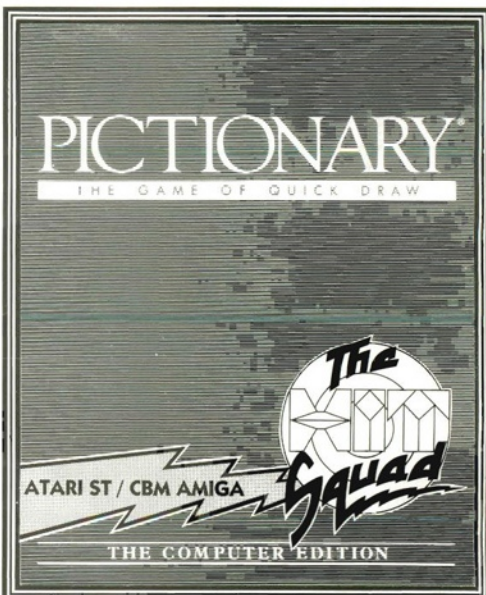


JACK NICKLAUS'
GREATEST 18 HOLES OF MAJOR
CHAMPIONSHIP GOLF™

LOMBARD RAC RALLY
PRO TENNIS TOUR
STUN RUNNER
BADLANDS

LOOK OUT FOR THESE
FANTASTIC GAMES FROM



PICTIONARY

THE GAME OF QUICK DRAW

LOADING

Atari ST, Amiga:

Insert disk and switch on machine.

Pictionary - Game objective

The object is to identify, through clues sketched on the computer screen, as many words as necessary to advance to the finish square and correctly identify the final word. Sketches may NOT include letters, numbers or the “#” symbol.

There are 5 categories:

- P: Person/Place/Animal (or related characteristics)
- O: Object (objects that can be touched or seen)
- A: Action (actions or events that can be performed)
- D: Difficult (challenging words)
- AP: All Play (this can be any type of word)

NB: Some words selected will be All Play despite being in another category.

See All Play section for details.

One to four teams may participate in the game.

Each team is given a counter which marks their position on the board.

There are two ways of playing Pictionary: either the computer draws the picture and the players guess the word, or a member of each team (the Picturist) draws the picture for his/her team mates to identify. There must be at least two players on each team to play this way and team mates must take turns to be Picturist. The Picturist must look at his/her Word Card to find the word for a particular topic from the grid reference (Cell) supplied by the computer. For example, the word under Object reference G3 is Propeller.

While the word is being drawn players on the Picturist's team may interrupt the drawing to guess the word for a time bonus. The word must be guessed correctly in the time allowed or play moves to the next team.

If the word is guessed correctly, the die will be rolled and that team's counter is advanced round the board. They then take another turn to guess a new word.

How precise an answer is must be decided by the players at the start of the game. You do not have to type in the answers as the computer will ask if you got it right, allowing you to use your own judgement (but no cheating!).

ALL PLAY

If a word is designated All Play, the picture is drawn as usual, but any team can answer by interrupting the drawing. Play passes to the team who guesses the word correctly.

TO WIN

The final square is designated an All Play square, but the team that lands on it can only win the game by guessing the All Play word on their turn of play.

Playing Pictionary - The Computer Game

When Pictionary first loads in, the computer instructs you to press a key - the screen then shows the Pictionary board. The default setting for the game is one player with the computer taking the role of Picturist. The counters in answer are placed on the first square of the board.

Using mouse, joystick or keys (mouse and joystick only available on certain versions) you can move the pointer to the "Next Word" box at the top right-hand corner of the screen. The grid reference of the next word will then appear on screen.

In the top left-hand corner of the screen is the die which is rolled by the computer. At the bottom of the screen is an hourglass and 'Art' - your guide in the game. He will tell you what is happening and how you are doing. At the top of the screen is a menu bar split into four categories:

Game: Selects type of game and number of players.

Level: Selects amount of time given to guess a word.

Draw: Allows you to practice drawing, turn sound on or off or load another question block from disk.

Help: Shows the help screen, score charts or allows you to clear the scores.

All menu options have a letter in their word highlighted (i.e. eXit). By pressing the key corresponding to that letter, (the 'Short Letter Code'), you can select that menu option without moving the pointer. Options within menus and drawing functions have the Short Letter Code beside them.

Drawing a picture

When playing with 2, 3 or 4 teams, one player on each team must draw the picture of the word given. To do this, you are given a blank canvas with may options to help you sketch that word. If you are not using a mouse, you will be told which keys correspond to Left and Right mouse buttons.

The options with their Short Letter Codes are as follows:

- L:** Straight line.
- K:** Draws straight line from the end of the last line you drew.
- P:** Freehand draw - Left button to start drawing, Right button to stop.
- B:** Draws a box the size of your choice.
- E:** Draws a circle or ellipse the size of your choice.
- C:** Draws a curve - Select start and end points with Left button and pull the line into a curve using the pointer.
- F:** Fills a designated area with the current Fill pattern.
- T:** Like curve - it joins the three points with straight lines to form a triangle.
- A:** All Clear - clears the screen - USE WITH EXTREME CAUTION!!
- I:** Ink - selects ink colour (black and white only on certain versions)

0-7: Different Fill Patterns

The lines on the right of the canvas are different types of line - thin, thick, dashed or solid.

On the ST and Amiga you can undo the last move you made, and continue to undo that last move step by step. There is a disk icon (D) which can be selected to access the disk. Save your Pictionary drawing to use later (by re-loading it with this menu) or save the entire screen in .IFF format (Amiga) or .NEO format (ST). It can then be loaded into a dedicated art package to embellish or print out - depending on the package you use.

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The Hit Squad,
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Manchester.
M60 2LX

PERSON/ PLACE/ANIMAL	A		B		C		D		E		F		G		H	
	1	RIVERA	FINGER	PATIO	DOGS	SHOULDER	SURGEON	MOON	SHED	RACE COURSE	1					
	2	POND	BRAIN	DOG BASKET	MOUTH	PULCAN	CUBA	WALUS	CONDUCTOR	2						
	3	COUNTRY	SQUIRREL	DOWNSTAIRS	WHITE HOUSE	AL JOHNSON	NORTH POLE	BOMB SHELTER	NEWCASTLE	3						
	4	LIVING ROOM	VENUS	CLEOPATRA	STEPMONSTER	TURTLE	BASEMENT	ANT	SUBSEX	4						
	5	THUMB	INDIA	MADRID	VILLAGE	FLEET STREET	TAVERN	TOAD	MOTEL	5						
	6	SHAKE	MOSCOW	CATERPILLAR	TRIPLETS	WILD DOG	QUITAWA	ROOMMATE	EARTH	6						
	7	OCTOPUS	WESTMINSTER	SNOWDON	RONALD REAGAN	OWL	COFFEY	MUSCLE	WOODPECKER	7						
	8	NEW ORLEANS	BLUE TIT	DONKEY	PRAYING MANTIS	HEADACHE	CREEK	WASHINGTON D.C.	RIGHT HAND	8						
	9	MONEY	SKELETON	BOY SCOUT	DESCENDANT	AVENUE	OASIS	PACIFIC OCEAN	WINDSHIELD	9						
	10	COM	PIG	LODON	LITTERBUG	NORTH AMERICA	SHERIFF	WEST	WANT	10						
	11	ALAMO	CHEETAH	STREAM	LETTERBUG	POST	FLUTTERFLY	SOUTH POLE	NEW ENGLAND	11						
	12	SAINT BERNARD	TOKYO	WITCH DOCTOR	WINSTON CHURCHILL	BUTLER	SAMESE TWINS	HAWAII	EYE	12						
	13	SQUID	CHEERLEADER	STORK	CANARY	POSTMAN	GRAND CANYON	SALT SERVICE	FLAME	13						
	14	KILLER WHALE	MOLAR	UNDERGROUND	KENNEL	LAS VEGAS	PLAYROOM	DOG	SHERIFF	14						
	15	HOME	WARDROBE	GROCCOLE	MONA LISA	ZEBRA	ISRAEL	PARENT	KILLER WHALE	15						
	16	SOHO	SWAMP	CAT	POLAR BEAR	ALPS	CEMETERY	PARROT	ALPS	16						

OBJECT	A		B		C		D		E		F		G		H	
	1	CONVEYOR BELT	SOUL	CARROT	SEAT BELT	BADGE	ICEBERG	POGO STICK	POWING BOAT	1						
	2	ROAD MAP	GRUMPY	GATE	GANGLANK	POMPOW	NOTEBOOK	BISCUIT	TABLESPOON	2						
	3	HAMBURGER	CARD	CROWBAR	SWING	CAKE	POUCH	HELICOPTER	DOCK	3						
	4	SHORTS/WEAR	CATHERINE WHEEL	UMBRELLA	COPIER	GREENADE	MIST	PUMPKIN	SIGN	4						
	5	BULLET	NAIL POLISH	CROWN	LOUVRE DOOR	CLOTHES	HIGHCHAIR	WALKIE-TALKIE	PUPPET	5						
	6	WINDOW	PENNANT	BOX	HOPE	BRICK	METER	LIGHTER	COSTUME	6						
	7	PETAL	MINISKIRT	X-RAY	CANDELABRA	TRACTOR	SHOELACE	TIGER	OUTLET	7						
	8	ECRAN	WET COAT MAT	UNICYCLE	SPOTLIGHT	HAT	FLAT BOTTOMS	FLUXES	WRIST WATCH	8						
	9	CHRISTMAS TREE	CHAMBER	WINE	WARMER	PLATE	FURNITURE	FLUTTERBY	WINDMILL	9						
	10	HANDLEBAR	FLY PAPER	BRASS KNUCKLES	CRYSTAL BALL	SPADE	SNOWBALL	GRANDSTAND	STEROID	10						
	11	SMILETTE	SHEET	CRICKET BALL	TAPE	TOOL BOX	BISCUIT TIN	TORLEY	LADDER	11						
	12	SHIELD	CHEESE GRATER	BIODY	TOTU	HOCKY	PRISM	HURDLE	BERRY	12						
	13	LASER BEAM	NOAH'S ARK	CLOVER	FEATHER	TROMBONE	JAR	VINE	FURNACE	13						
	14	NAPKIN	ALARM CLOCK	SUSPENDER BELT	NUTS AND BOLTS	TELEGRAPH POLE	BOOTS	POCKET	MAST	14						
	15	CHAIR	BLINKER	SKIS	SURFBOARD	BEAN	WATERMELON	HOE	CANDELABRA	15						
	16	FLIGHT BAG	CROSS	TEN PENCE PIECE	CLIP	DOORBELL	JET	TROUSERS	HANDLEBAR	16						

ACTION	A		B		C		D		E		F		G		H	
	1	FREEZE	POINT	QUOTE	STARE	PICKET	YELL	CRASH LAND	SING	1						
	2	PUNCH	LOVE	TEAR	HUNCH	TWIST	FOUND	CHUCK	RIPPLE	2						
	3	SWALLOW	PARADE	FRAGILE	BOLL	LITTER	TAN	CLANK	NOTCH	3						
	4	SCAR	POSS	BRG	PUNCH	FLICK	MAGNIFY	ENGLISH	SHOCK	4						
	5	REPEAT	HOWL	MUTINY	CRANK	WAVE	PERCE	AMBUSH	SHOVE	5						
	6	CHECK	DRAPE	YOOEL	LOB	GROWL	CHEER	SURF	DRINK	6						
	7	HEAR	HIT	DIVORCE	SHIVER	POUNCE	FIT	ERUPT	UNWRAP	7						
	8	PUMP	LURE	COOK	FIN	PRINT	POST	EVAPORATE	NOISE DIVE	8						
	9	MANICURE	FINGERPRINT	ROCK	BALE	VIEW	SPEAR	SWIM	ALTER	9						
	10	SWARM	WALK	WIN	NOTE	BAN	FAIL	TRANSPLANT	UNVEL	10						
	11	DRESS	SPREAD	ASK	MERGE	ALTERNATE	OVERTURN	EAT	RIP	11						
	12	MAKE	PAZE	WRAP	LOCK	SEW	NUMBER	FRAME	BLAST	12						
	13	WEED	SPIT	LIFT	HARVEST	BUY	MESS	GRAB	BUILD	13						
	14	MOBILE	POUR	MUFFLE	BLOCK	FLING	CANCEL	HUNCH	SHOCK	14						
	15	STOP	AVOID	MUG	TEST	SPIND	COMPUTE	HUACK	SHAMPOO	15						
	16	STUFF	CONTROL	ATTACK	HARPOON	SUNBATHE	SHAMPOO	CLUSTER	AMBUSH	16						

DIFFICULT	A		B		C		D		E		F		G		H	
	1	CONVERSATION	DOVE	BLACK MARY	PLAQUE	GERM	BLITZ	LOCK	COVE	1						
	2	COTTON	RECLINE	FLASK	QUIET	SKINNY	POLYESTER	BOOK OF WATCHES	TENNIS	2						
	3	DEATH VALLEY	PLASTIC	AVERAGE	MILE	CAMPFIRE	EXODUS	RABIES	ETCH	3						
	4	LOCKET	LAUNDRY	TINY	BRITISH RAIL	PLIST	MAGAZINE	WAREHOUSE	BOOKMARK	4						
	5	TELEPHONE BOOK	TRI-ON	STRENGTH	BOILING WATER	NAP	PAINTBACK	TRIAL PURSUIT	PASTRY	5						
	6	SPOT	WILLOW	SAPPHIRE	SHARE	MOOSE HEAD	TEAM	ORFICE	COFFEE TABLE	6						
	7	PORE	LAWN BOWLS	KICK	CHOCOLATE	BEST SELLER	THURSDAY	WORLD WAR I	ROTTEN	7						
	8	BARNACLE	BERMUDA SHORTS	MULE	SPRINT	PAPER	VOWEL	BLOND PRESSURE	WALL-TO-WALL	8						
	9	FIRING SQUAD	DROUGHT	MONDAY	NEW	HOUSE CALL	GUESS	CORRUPT	GORBLE	9						
	10	RADIAL TYRE	ECLIPSE	CHESTER CAT	CRUMB	NEUTRE	BUS STOP	INCH	ESCAPE	10						
	11	STORY	DEFENCE	WINDY	WATER POLO	EMER	WILLINGTON BOOTS	GEM	POLLEN COUNT	11						
	12	FORM	TEST SERIES	CURLY HAIR	SAUCE	PIPELINE	MARIO DANCE	CHEESEBURGER	PEARL BUTTER	12						
	13	MULTIPLY	MUSIC	PRINCE	CURTAIN RAIL	T-BONE STEAK	JUMP LEADS	BANANA PEEL	VERTICAL	13						
	14	REFLECT	MATTRESS	LUMBERJACK	SPARK	YOUNG	SHOULDER STRAP	SHOULDER STRAP	AVERAGE	14						
	15	SOFT DRINK	NARROW	BEDRIVE	SPARK FLAME	ESCAPE	PRYAWOM	STAIRING LINE	BARB	15						
	16	TRAVELLER CHEQUE	LEDGER	UNHAPPY	PUMP	YOU	GRONAY	VOCAL CORDS	SOFT DRINK	16						

ALL PLAY	A		B		C		D		E		F		G		H	
	1	CORRAL	COWBOY	PEARL NECKLACE	CASTLE	HANDSTAND	SIDEBOARD	WINDMILL	MOUTHWASH	1						
	2	BARFLOO	BEACH BALL	ROUND	CUTUP'S	BATHING SUIT	BARSTOOL	COLBIN	SHIP	2						
	3	LARYNGITIS	TEARDROP	BOW TIE	SHIPPING ROPE	NORTHEAST	HENGE	MOTORWAY	POLL	3						
	4	RIBS	WAGON WHEEL	REVOLVING DOOR	STOMACH ACHIE	SAFETY PIN	EARNING	BIG DIPPER	WELL	4						
	5	SON	CANNON	WATER WINGS	FLEXA	WIFE	HAINBOW	GARAGE SALE	OUTER SPACE	5						
	6	POCKET	JURY	VICTORY	MORISHOE	SHELL	BLACK BELT	POLO NECK	GLUE	6						
	7	FONDUE	NAVEL	NOSTRIL	MARIS	PUDLE	HARPOUT	VISOR	LAMB	7						
	8	CORK	GOOSE PIMPLE	POLE	WHISKEY	PUNCTURE	SPLOO	WAR	HONEYMOON	8						
	9	CONTAGIOUS	BLACK EYE	SECOND HAND	MASCARA	WOMAN	FEVER	HORN	HERMANN	9						
	10	CANDLELIGHT	CHARLIE BUCK	HAPPY RASH	WINDY	GRUBBY	SHAW	PUNYAL	ROCK CODE	10						
	11	VENTIL FID MILD	PERCUT	TITANIC	CATTLE GRID	PRIDE	BARBER	SIX O'CLOCK	BEAK	11						
	12	RATTLE	BLACK LIGHT	BRILLIE	RECORD PLAYER	DEPTH CHARGE	STICK FIGURE	TICK WAVE	DUSTBIN	12						
	13	SUPPING	POOR	LIGHTHOUSE	ISLAND	SHALLOW DIVE	PLACE MAT	BONGO DRUMS	PULL	13						
	14	DARK	WINE GLASS	BLIND	DIAGONAL	EARTHQUAKE	CHARADES	LANDSLIDE	CANNON	14						
	15	OVERCAST	SANTA CLAUS	SEARCHLIGHT	MONEY	SOUND BOOM	MIND	FINSEL	VICTORY	15						
	16	GOATIE	TRUNK	SPACESHIP	CARIN	LOW	MUD	CONCERT	WINDMILL	16						